
Subject: how would renegade be different...?
Posted by [futura83](#) on Tue, 22 Aug 2006 18:33:46 GMT
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...if westwood werent rushed and took their time to finish things?

they'd have done a nod campaign(i think)

and other stuff, but what would they have done?

Subject: Re: how would renegade be different...?
Posted by [icedog90](#) on Tue, 22 Aug 2006 18:35:25 GMT
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More multiplayer modes...

Subject: Re: how would renegade be different...?
Posted by [PlastoJoe](#) on Tue, 22 Aug 2006 20:04:43 GMT
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Aircraft in single-player...and no random objects that didn't really do anything (ex. SSM in Tommorow's Tech. Today)

Adding all their recorded dialogue

Subject: Re: how would renegade be different...?
Posted by [Dave Anderson](#) on Tue, 22 Aug 2006 21:17:41 GMT
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When Renegade was first released, I was like: "OMG! A first person shooter based off of Tiberian Sun!!!". When I bought it I was kind of dissapointed to see that it didn't have alot of the stuff Tiberian Sun did have.

My opinion is that they probably would have made more infantry and vehicles. (Maybe even a third faction?). More levels and such as well probably.

Subject: Re: how would renegade be different...?
Posted by [cmatt42](#) on Tue, 22 Aug 2006 22:13:29 GMT
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<http://www.cnc-source.com/files/pafiledb.php?action=category &id=92>

Watch the Church Video down.

Subject: Re: how would renegade be different...?
Posted by [Nukelt15](#) on Tue, 22 Aug 2006 22:46:05 GMT
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I suppose n00bjets wouldn't be so massively overpowered.

Subject: Re: how would renegade be different...?
Posted by [light](#) on Tue, 22 Aug 2006 22:54:38 GMT
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They could have improved the AI.

Subject: Re: how would renegade be different...?
Posted by [Kamuix](#) on Tue, 22 Aug 2006 23:57:16 GMT
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More MPmaps made by fans probably

Subject: Re: how would renegade be different...?
Posted by [Dave Anderson](#) on Wed, 23 Aug 2006 00:07:39 GMT
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Well, at the time he is talking about, they probably would not have release the Level Edit tools yet.

Subject: Re: how would renegade be different...?
Posted by [Kamuix](#) on Wed, 23 Aug 2006 00:13:23 GMT
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I guess Aircraftkiller was the only one who had it than, but i think they would have released it by now, or not.

Subject: Re: how would renegade be different...?
Posted by [Dave Anderson](#) on Wed, 23 Aug 2006 00:37:57 GMT
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Are we talking about the same time here? I am talking about when Renegade was still in development at Westwood Studios.

Subject: Re: how would renegade be different...?
Posted by [PaRaDoX](#) on Wed, 23 Aug 2006 13:49:41 GMT
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watch from Church Video down
<http://www.cnc-source.com/files/pafiledb.php?action=category&id=92>

Subject: Re: how would renegade be different...?
Posted by [Goztow](#) on Wed, 23 Aug 2006 14:31:08 GMT
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Dave Anderson wrote on Tue, 22 August 2006 23:17: When Renegade was first released, I was like: "OMG! A first person shooter based off of Tiberian Sun!!!". When I bought it I was kind of dissapointed to see that it didn't have alot of the stuff Tiberian Sun did have.

My opinion is that they probably would have made more infantry and vehicles. (Maybe even a third faction?). More levels and such as well probably.
You are aware Ren is the FPS of Tib Dawn and not Tib Sun?

I think they would have continued patches. I believe BHS would have had way less work today .

Subject: Re: how would renegade be different...?
Posted by [LR01](#) on Wed, 23 Aug 2006 15:52:46 GMT
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and add the shrine of nod?
(and the other MP-buildings, where are the W3D exits from but aren't in a Westwood map)

And, Renegade2?

Subject: Re: how would renegade be different...?
Posted by [Nightma12](#) on Wed, 23 Aug 2006 16:09:32 GMT
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<wrong topic, sorry>

Subject: Re: how would renegade be different...?
Posted by [codemancq](#) on Wed, 23 Aug 2006 17:40:43 GMT
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I don't know about EA anymore. This is all it seems like they do:

"O wow, lets make an awesome game with billions of glitches, then 2 months later, we will release a patch that fucks up the game even more!"

Since EA dropped Renegade, BHS is doing that job for us. Hooray them.

Subject: Re: how would renegade be different...?
Posted by [jnz](#) on Wed, 23 Aug 2006 17:44:43 GMT
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EA is alot better than you so shutup. i would like you to bring out a better version of renegade, with no gliches or anything taken from the original renegade engine

Subject: Re: how would renegade be different...?
Posted by [cheesesoda](#) on Wed, 23 Aug 2006 18:18:18 GMT
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help-linux wrote on Wed, 23 August 2006 13:44EA is alot better than you so shutup. i would like you to bring out a better version of renegade, with no gliches or anything taken from the original renegade engine
Wow, he got that reaction out of you with that little of effort? You are his perfect target. He doesn't even have to intentionally piss you off to get under your skin.

Subject: Re: how would renegade be different...?
Posted by [jnz](#) on Wed, 23 Aug 2006 18:22:00 GMT
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he didn't make me angry, i just am amused that he thinks he can do a better job

Subject: Re: how would renegade be different...?
Posted by [cheesesoda](#) on Wed, 23 Aug 2006 18:25:12 GMT
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help-linux wrote on Wed, 23 August 2006 14:22he didn't make me angry, i just am amused that he thinks he can do a better job
Your first sentence shows that he got to you. He didn't have to get you angry, but he did provoke a negative response out of you.
